LISTING OF CLAIMS

1. (currently amended) A method for a computer network user for creating a voice XML file automatically, comprising:

providing a graphic user interface (GUI) for defining a plurality of <u>first and second</u> icons, each of said <u>first</u> icons corresponding to one or more attributes of voice XML, and wherein at least one second icon corresponds to a hyperlink to a linkable voice XML file;

receiving user selection input of said icons to edit \underline{a} content \underline{stream} displayed in said GUI \underline{to} customize audio \underline{output} of said content stream and to add one or more hyperlinks to one or more linkable voice XML files;

recording an action stream of a user invoking said icons in the graphic user interface; and

interpreting said action stream based on a library of voice XML tags and generating voice XML tags for said content; and to create the voice XML file

generating a voice XML file by combining the generated voice XML tags and the content stream including at least one hyperlink to a linkable voice XML file,

wherein, upon listener hyperlink input to the generated voice XML file, audio accessed through said hyperlink is automatically delivered to said listener.

- 2. (canceled)
- 3. (currently amended) The method according to claim 1
 claim 2, wherein said receiving user selection input to add adding one or more hyperlinks comprises adding the hyperlinks to a content stream comprising a TTS voice XML file, and wherein said adding comprises by the steps of the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or entering the parts to be added with the hyperlinks, invoking the corresponding icons and entering the corresponding hyperlink addresses.
- 4. (currently amended) The method according to claim 1
 elaim 2, wherein said receiving user selection input to add adding one or more hyperlinks to a content stream
 comprising a
 real-time-recorded audio voice XML stream, and wherein said adding comprises by the steps of the user editing the TES
 real-time-recorded audio voice XML file in the edit area of said graphic user interface, marking or entering the parts to be added with the hyperlinks, invoking the corresponding icons and entering the corresponding hyperlink addresses, and wherein speech recognition technology is applied to find the parts in the

real-time-recorded audio voice XML stream that match the parts entered by the user when interpreting said action stream based on a library of voice XML tags.

- 5. (original) The method according to claim 3, characterized in that when the user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole TTS voice XML stream are batch-added.
- 6. (original) The method according to claim 4, characterized in that when user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole real-time-recorded audio voice XML stream are batch-added.
- 7. (currently amended) A system for creating voice XML file automatically, comprising:
- a graphic user interface <u>(GUI)</u> for defining a plurality of <u>first and second</u> icons based on network user input, wherein each of said <u>first</u> icons corresponds to one or more attributes of voice XML, and wherein at least one

<u>XML file</u> and for receiving user input to edit <u>a</u> content
<u>stream</u> displayed in said GUI <u>to customize audio output of</u>
<u>said content stream and to add one or more hyperlinks to</u>
one or more linkable voice XML files;

a voice XML tag generator for interpreting said action stream based on a library of voice XML tags and generating the corresponding voice XML tags for said content; and

a voice XML file generator for creating the voice XML file by combining the <u>content stream</u> contents to be played with the tags generated by the voice XML tag generator according to voice XML syntax <u>including at least one</u> hyperlink to a linkable voice XML file,

wherein, upon listener hyperlink input to the generated voice XML file, audio accessed through said hyperlink is automatically delivered to said listener.

8. (canceled)

9. (currently amended) A system according to <u>claim 7</u>

claim 8, wherein said <u>receiving user selection input to add</u>

adding the <u>one or more</u> hyperlinks comprises adding the hyperlinks <u>for to a content stream comprising a TTS voice</u>

XML stream, and wherein said adding comprises by the steps

of the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or typing the parts to be added the hyperlinks, invoking the corresponding icons and typing the corresponding hyperlink addresses.

- claim 8, wherein said adding comprises adding the hyperlinks for content stream comprises a real-time recorded audio voice XML stream and wherein said system further comprises a speech recognition engine, said adding comprising receiving user selection input to add one or more hyperlinks comprises the steps of the user editing the TTS voice XML file in the edit area of said graphic user interface, marking or typing the parts to be added the hyperlinks, invoking the corresponding icons and typing the corresponding hyperlink addresses, and wherein said interpreting said action stream based on a library of voice XML tags further comprises said speech recognition engine finding the parts in the real-time-recorded audio Voice XML stream that match the parts entered by the user.
- 11. (original) A system according to claim 9, characterized in that when the user marks or enters the same parts to be added as hyperlinks in the edit area of

the graphic user interface component for many times, and invokes the same hyperlinking attributes, said component adds the hyperlinks for the whole TTS voice XML stream.

- 12. (original) A system according to claim 10, characterized in that when user marks or enters the same parts to be added as hyperlinks in the edit area of the graphic user interface component for many times, and invokes the same hyperlinking attributes, said component adds the hyperlinks for the whole real-time-recorded audio voice XML stream.
- 13. (currently amended) A program storage device readable by machine tangibly embodying a program of instructions executable by said machine to perform method steps for creating a voice XML file automatically, said method comprising the steps of:

providing a graphic user interface (GUI) for defining a plurality of first and second icons based on network user input, each of said first icons corresponding to one or more attributes of voice XML, and wherein at least one second icon corresponds to a hyperlink to a linkable voice XML file;

receiving user selection input of said icons to edit <u>a</u> content <u>stream</u> displayed in said GUI <u>to customize audio</u>

<u>output of said content stream and to add one or more</u>

hyperlinks to one or more linkable voice XML files;

recording an action stream of a user invoking said icons in the graphic user interface; and

interpreting said action stream based on a library of voice XML tags and generating voice XML tags for said content; and to create the voice XML file

generating a voice XML file by combining the generated voice XML tags and the content stream including at least one hyperlink to a linkable voice XML file,

wherein, upon listener hyperlink input to the generated voice XML file, audio accessed through said hyperlink is automatically delivered to said listener.

14. (canceled)

15. (currently amended) The program storage device according to claim 14, wherein said receiving user selection input to add adding one or more hyperlinks comprises adding the hyperlinks to a content stream comprising a TTS voice XML file, and wherein said adding

comprises by the steps of the user editing the TTS voice

XML file in the edit area of said graphic user interface,

marking or entering the parts to be added with the

hyperlinks, invoking the corresponding icons and entering

the corresponding hyperlink addresses.

- 16. (currently amended) The program storage device according to claim 13 claim 14, wherein said receiving user selection input to add adding one or more hyperlinks to a content stream comprising a real-time-recorded audio voice XML stream, and wherein said adding comprises by the steps of the user editing the TTS real-time-recorded audio voice XML file in the edit area of said graphic user interface, marking or entering the parts to be added with the hyperlinks, invoking the corresponding icons and entering the corresponding hyperlink addresses, and wherein speech recognition technology is applied to find the parts in the real-time-recorded audio voice XML stream that match the parts entered by the user when interpreting said action stream based on a library of voice XML tags.
- 17. (original) The program storage device according to claim 15, characterized in that when the user marks or enters the same parts to be added with the hyperlinks in

the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole TTS voice XML stream are batch-added.

- 18. (original) The program storage device according to claim 16, characterized in that when user marks or enters the same parts to be added with the hyperlinks in the edit area of the graphic user interface for many times and invokes the same hyperlink attributes, the hyperlinks for the whole real-time-recorded audio voice XML stream are batch-added.